

## Doomsday Engine - Bug #245

### [Mac] Window mode (and mouse)

2005-07-15 16:15 - normnod

<b>Status:</b> Closed	<b>Start date:</b> 2005-07-15
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta1	

**Description**

Doomsday takes over the whole screen in window mode, pointer cannot be moved outside the window so it is impossible to select the Finder or other apps and move Doomsday to the background.

If another app is selected after Snowberry quits but before Doomsday finishes launching the pointer will be visible on top of the Doomsday window at all times but will be immobile.

Doomsday also brightens the entire display to it's settings rather than just the window - not sure if this is a bug or just the way it's done.

No biggy, normally run fullscreen anyway, I just thought I'd try the new (to Mac) window view.

**Labels:** User Interface

### History

#### #1 - 2005-07-15 18:26 - skyjake

Logged In: YES  
user\_id=717323

Yes, I'm aware of these issues. But they are mostly caused by SDL ([www.libsdl.org](http://www.libsdl.org)), which is used for maintaining the game window and getting input. It's supposed to be portable and work exactly like in Unix, but apparently it has some bugs. Also, the way SDL gets input blocks the normal application input loop, which causes the problems with the windows and the mouse not responding.

I might look into cutting out the middleman and maintaining the window in a truly native way, but for the time being SDL will have to suffice.

#### #2 - 2012-02-29 15:29 - skyjake

The windowed mode behavior is largely dictated by SDL, which we cannot influence. The cursor is released to move outside the game window while the Control Panel is open.

The display brightness is indeed currently defined for the entire display -- it is not a bug.